MARIO KART 64 ™

INSTRUCTION BOOKLET

NINTENDO 64

Original
Nintendo
Seal of
Quality
™

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the MARIO KART 64™ Game Pak for the Nintendo ® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

CONTENTS

MARIO

THE NINTENDO 64 CONTROLLER

Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.
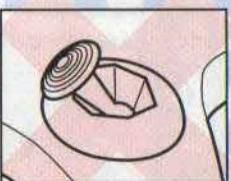
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.
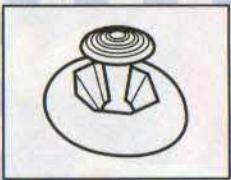
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Nintendo 64 Controller:

While playing Mario Kart 64, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the POWER switch to the ON position. Make sure not to touch the Control Stick at this time. When the demo begins, press START to display the Title screen. Press START again to display the Game Select screen.

1, How Many Players?

First, use the Control Stick to select your choice. Press the A Button to confirm. When selecting 2-4P game modes, make sure that the correct number of controllers have been connected.

2, Which Game Mode?

Next, select which of the four game modes you want to play. Some modes can only be played by a certain number of players.

		1P	2P	3P	4P
MARIO GP	Eight racers will compete in a series of races for points. Racers not selected by a player are controlled by the computer.	🟢	🟢	✕	✕
VS	Compete with two, three or even four players in split-screen action.	✕	🟢	🟢	🟢
BATTLE	This mode faces the players off in an attempt to pop the balloons that are attached to your Karts. You'll compete on special courses.	✕	🟢	🟢	🟢
TIME TRIALS	You will drive solo for three laps around your favorite course to get the best time. Best times are saved in Game Pak memory.	🟢	✕	✕	✕

For the details about each mode, please see "Game Modes" beginning on page 8.
On the Select Screen for each mode, confirm your choice by pressing the A Button, and cancel with the B Button. To make a selection, you can use the + Control Pad as well as the Control Stick.

3, Which Size Engine?

When you select either MARIO GP or VS modes, you must decide which size Kart engine to use. There are three sizes available: 50 cc, 100 cc and 150 cc. Karts with larger engines will be faster and more difficult to drive.

After setting all selections, "OK?" will flash on the lower-right corner of the screen. Press the A Button to confirm.

4, Which Character?

When the Player Select screen appears, select the character you want to use for racing. There are eight characters to choose from. For details about each character, please read the following page.

5, Which Course?

Last, you must select the course on the Map Select screen. There are sixteen courses for racing and four courses for battle, making a total of twenty courses. How to select the course differs depending on which game mode has been selected.

It's time to start!

The eight racers in Mario Kart 64 are split into three groups, and each character has unique features. No matter which one you choose, the maximum speed of all the Karts is about the same. Try playing with different characters to find the one that best suits your style.

PEACH

TOAD

YOSHI

The middleweights are well balanced and don't have extreme pros or cons.

MARIO   LUIGI

DONKEY KONG

WARIO

BOWSER

Pros
- The lightweights accelerate well and can get a good position off the starting line.
- Due to their light weight, even when they leave the course onto sand or grass, they won't lose much of their speed.
- Compared to the middleweights and heavyweights, their maximum speed is slightly higher.

Cons
- When turning corners without sliding, they lose much of their speed.
- When they crash into heavyweights, they will usually be thrown around.

Pros
- When turning corners, even when not sliding, they won't lose much speed.
- When they make contact with another Kart, they usually won't be thrown out.

Cons
- They do not accelerate very well. It takes them a long time before reaching their maximum speed.
- Because of their weight, when they drive on sand or grass, their tires will sink in, rapidly reducing their speed.

Mario Grand Prix

You will race a total of four courses in each Cup of the Mario GP. You and the other Karts (a total field of eight racers) will compete for the best combined rank. Keep a watch out for attacks from the other racers who can crash into you or harm you with items. Because of this, drivers who have the best driving techniques won't always finish the race in the lead.

Four Cups

There are four Cups in Mario GP. Each Cup consists of four unique courses. To begin, select the Cup you want to participate in on the Map Select screen.

Mushroom Cup   Flower Cup   Star Cup   Special Cup

As you progress from Mushroom to Flower to Star and finally to the Special Cup, the length of each course gradually increases, and they will have more complex corners and traps. It is recommended that beginners first challenge the Mushroom Cup.

Mushroom Cup

Luigi Raceway   Moo Moo Farm   Koopa Troopa Beach   Kalimari Desert

Flower Cup

Toad's Turnpike   Frappe Snowland   Choco Mountain   Mario Raceway

Star Cup

Wario Stadium   Sherbet Land   Royal Raceway   Bowser's Castle

Special Cup

DK's Jungle Parkway   Yoshi Valley   Banshee Boardwalk   Rainbow Road

The information displayed on the screen differs slightly between the 1-Player and 2-Player modes. During play, use the C 🟡 Button to toggle through the different displays.

The Game Screen

1 Player

A Type

Lap Counter
Item Window (Only visible when you have an Item.)
Total Time
Top 4 Positions
Course Radar (The large mark indicates your current position.)
Player's Rank

B Type

Speedometer

C Type

Rank Data
You can see the comparative positions of all the racers. Once around the screen equals one lap of the course.

2 Players

A Type

Item Window
Total Time
Player's Rank
Lap Counter
Rank Data
After completing one course lap, your Rank Indicator will return to the left side.

B Type

Item Window
Player's Rank
Course Radar
Players can select their own display type.

Rules

Laps
Three laps per course.

Driver's Points
If a player comes in fourth place or better, they receive Driver's Points and will advance to the next course. Place fifth or lower and a menu will appear after you reach the goal. Select RETRY to restart the same course.

1st Place	2nd Place	3rd Place	4th Place
9 Points	6 Points	3 Points	1 Point

4th Place Or Better

5th Place Or Lower

When you play the 2-Player mode, if either player places fourth or better, both will advance to the next course.

Trophy
Trophies are awarded to the drivers who have scored the highest cumulative points after the four races of each Cup are completed. First place receives the Gold, second gets the Silver and third place must settle for the Bronze. Trophies earned are saved into Game Pak memory automatically and will be displayed on the Map Select screen.

MAP SELECT

The trophies are given based on the engine size that is selected. If you use 150 cc engines and win the gold trophies in all four Cups, you will be able to experience a wonderful "bonus"...

Pause Screen
If you select QUIT on the Pause screen during the race, you will return to the Game Select screen.

Times from Mario GP are not saved into Game Pak memory.

VS

Two to four players can play the VS game choosing their favorite characters and courses. Players have their own screen to watch, but to make the most strategic use of their items, players should check the other players' screens and pay attention to their opponents' movements.

Course Selection

Select your favorite course from any of the sixteen courses in Mario GP. Each race is three laps. First, select a Cup, then select the course you want to drive from the four available.

The Game Screen

2-Player Games
The screen is the same as Mario GP except no Total Time is displayed.

3-Player Games

You can toggle the Rank Data display ON or OFF by pressing the C ● Button. The course radar will be displayed on the lower right screen.

4-Player Games

Press the C ● Button to switch the display between the Rank Data and Course Radar.
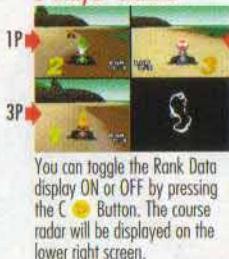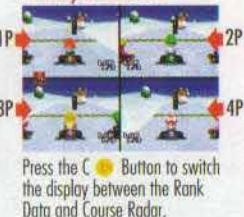
Win /Lose

Once the lowest ranking player is determined, the game is over. On the Result Screen, each player's score will be displayed. In 2-Player games, the number of wins for each player will be displayed. In 3- and 4-Player games, the number of first, second and third place finishes will be displayed. (This score is temporary and will be erased when the Control Deck POWER is switched OFF.)

After the game is over, a Menu screen will appear. Select from the following:

RETRY:	Retry the same course with the same character.
COURSE CHANGE	Select a new course.
DRIVER CHANGE	Select a new character.
QUIT	Quit the VS mode, and return to the Game Select screen.

Except for RETRY, you can select any of the above on the Pause screen as well.

Advice for VS Mode

Mini Bomb Kart

On the course, you will see Mini Bomb Karts. If you hit one, you will crash and lose time. To best avoid it, remember its location and reduce your speed right before you get to it. Although difficult, it is possible to jump the Mini Bomb Kart by pressing the R Button.

Item Techniques

Part 1: Block With Item

Press and hold the Z Button to set the Green Shell, Red Shell, Spiny's Shell, Banana or the Fake Item to the ready position at the rear of your Kart. When you release the Z Button, it will fire (or drop to the ground). When set in the ready position, these items can deflect the attack of shells that come from behind. Also, after being set to ready, the Item Window will close. If you pass Item Boxes, you can stock another.

Part 2: Throw Items Forward or Back

The Banana or Banana Bunch items can be thrown forward by pressing ⬆ on the Control Stick. Also, the Green Shell can be fired back by pressing ⬇ on the Control Stick.

Part 3: Use Thunder Bolt Wisely

When invincible from the Super Star, or invisible from Boo, an opponent can avoid the Thunder Bolt attack. Before using a Thunder Bolt, check to make sure what the other players are doing.

Part 4: Avoiding the Banana Slip

If you run over a banana while turning, you will always slip. However, if you are going straight and hit a Banana, press the B Button when you're unbalanced, and sometimes you won't slip. If a ♪ mark appears above your character's head, you've succeeded.

For detailed information regarding each item, please see the Mario Kart 64 Operation Card.

Battle

Your goal in this mode is simply to eliminate your opponents, not to be the first across the finish line. Because of this, it's very important to keep the other players' positions in mind.

Course Selection

You can select any of the four courses that are available only for the Battle Mode. Please see pages 34 and 35 for Course Maps.

The Game Screen

Course Radar   Course Radar   Course Radar
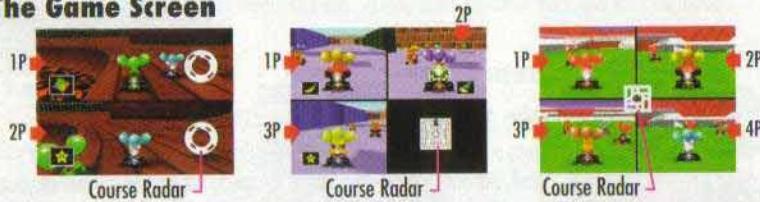
Each player's position on the game screen is the same as the VS mode. There are no alternate displays.

Rules

Three Balloons

Three balloons are attached to each player's Kart. When their balloons have all been popped, they are out. The last surviving player is the winner.

Popping Balloons

Part 1: Slip on a Banana, or collide with an opponent.
Part 2: Hit Shells or Fake Items, etc.
Part 3: Fall off the edge of the course.

When You Have No Balloons Left

In the 3- or 4-Player mode, when players lose all of their balloons, they are transformed into "Mini Bomb Karts" and forfeit the ability to win the game. Although they cannot win, they can still collide with other players and cause them to crash. Mini Bomb Karts can explode only once, and after that can no longer participate. A Mini Bomb Kart cannot use items and will not be displayed on course radar.

Battle Mode Advice

Be aware of the other players' positions. Check the course radar constantly, making note of your position in relation to your opponents.

Anticipate Your Opponents' Moves

It's not easy to attack when both players drive in the same direction. By anticipating an opponent's route, you can easily ambush them.

Use Spin-Turns Wisely!

To change direction on narrow roads, or when you want to direct a Shell at an opponent, turn and press the A and B Buttons simultaneously, to do a Spin-Turn.
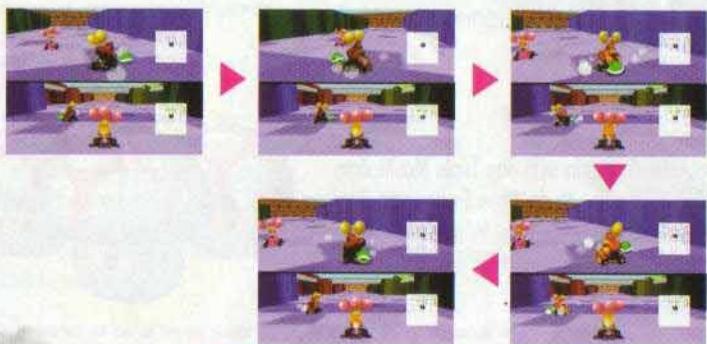
Time Trials

In this mode, your goal is to just drive as fast as you can. There are no good or bad items to affect your play as in the other game modes. Perfect your driving technique to score the best times.

Course Selection

Just like the VS mode, select your favorite course from any of the sixteen Mario GP courses, and drive three laps. In Time Trials, the courses do not have Item Boxes.

The Game Screen

Just like the Mario GP 1-Player mode, you can select from three different display types. Hint: Use the display with the speedometer if you'd like to answer the all-important question, "How can I turn the corners without losing speed?"

Items

To start, you will begin with one Triple Mushrooms Item. This allows you to do three dashes anywhere you want during the three laps. Where you use this item can make a big difference in your time.

Result Screen

After crossing the finish line, the lap time and the total time will be displayed. If any of the lap times surpass the previous best record, the new time will be displayed as the Best Lap. If the new total time is in the top five, Best Record will be displayed. Records are automatically saved into Game Pak memory.

Menu Selection

After the race results have been displayed, you can select your choice from the menu. COURSE CHANGE, DRIVER CHANGE and QUIT are the same as the VS or Battle mode. There are three additional choices found only on the Time Trials result menu.

Retry

Challenge this course again with the same character competing against your Ghost.

What is Your Ghost...?

Your Ghost is "A recording of the course's best time" played during Time Trials. While racing, the driving data is temporarily stored. Later, when you RETRY, a half visible character will drive exactly in the same manner as the stored data. With this ghost as reference, scoring the best time should be easy.

- If you don't finish the course (or if you Pause while racing), the ghost won't be saved.
- If you take too much time to reach the goal, or if you make severe driving mistakes (becoming trapped, leaving the course, etc.), sometimes the ghost will not be recorded.
- When the Ghost data cannot be stored, a message will appear under TIME on the game display.
- If you select COURSE CHANGE, DRIVER CHANGE or QUIT, the temporarily stored Ghost data will be erased.

Replay

After you finish the course, you can replay your game play just like a videotape. A part of the Ghost function, this item is not available from the menu if your driving record cannot be saved. On the Results menu, if you select any item other than REPLAY, it cannot be watched later.

Saving the Ghost

Your Ghost data cannot be saved to Game Pak memory. However, you can save the data for two different courses if you use an N64 Controller Pak, (sold separately). For details, please read pages 20 through 22.

Data

On the DATA screen, you can view the best lap and total time records for each course. On the GAME SELECT screen, press the R Button or select the Time Trials mode, then select the DATA menu.

Move the cursor using the Control Stick and select the course that you want to see from any of the sixteen courses.

ERASE RECORDS FOR THIS COURSE
Select this when you want to erase the Best Record and the Best Lap of a course from the Game Pak memory.

ERASE GHOST FOR THIS COURSE
Use this menu item to erase Ghost data previously saved to an N64 Controller Pak (see page 21).

Using the Control Stick, you can view the records from the other courses in order.

Advice for the Time Trials Mode

Slide Through the Corners
In most corners, you can just keep the throttle wide open and hold the R Button to slide through the turn. While sliding, your speed won't decrease even as you turn. To get the best time, learning how to slide is an important technique.

Advanced Sliding Technique (Mini Turbo)
If you want to turn in even faster times, it's recommended that you master the "Mini Turbo" technique.

To begin, start sliding as usual. You can tell when you're sliding by watching the white smoke rising from the rear of your Kart (it looks like "V.V.V.E.E.E...").

Next, as you slide, steer in the direction opposite of your turn, then quickly steer back in the original direction. If you succeed, the smoke will change to yellow "E.E.E..."

Repeat the same operation and, if you succeed, the smoke will change to red. While doing this you must keep pressing the A Button (throttle) and the R Button. It might be easy to understand if you imagine turning real car's steering wheel left and right.

When the smoke becomes red, release the R Button. For a moment, your speed will increase a little (watch the speedometer!). This acceleration trick is called Mini Turbo. After steering in the opposite direction, the trick is to correctly return the steering to the original direction.

Rocket Start
When you start, if you press the A Button when the signal changes from red to blue, you can make a dash start at maximum speed (called a "Rocket Start"). But if you press too early, the tires will spin and you will start even slower, so be careful.

By using an N64 Controller Pak (sold separately), you can save the Ghost data from two different Time Trials courses.

When you select the Time Trials mode menu without an N64 Controller Pak in place, a message will be displayed on the screen. Although you will not have the option to save your Ghost data, game play and your course times will not be affected.

Before Saving the Ghost...

Before use, make sure to read the instruction booklet that accompanied your N64 Controller Pak. Do not remove or insert an N64 Controller Pak when the POWER switch is in the ON position.

1. Correctly install the N64 Controller Pak in Controller 1.
2. The data saved for this game will require 121 pages of the N64 Controller Pak's memory. If you are going to use an N64 Controller Pak that already has other game data saved, make sure to check the remaining pages on the N64 Controller Pak Data Menu screen.

The N64 Controller Pak Data Menu screen

After correctly installing an N64 Controller Pak, press and hold START, then slide the POWER switch to the ON position (or press RESET). This will display the N64 Controller Pak Data Menu screen as shown at right. If the number of free pages is less than 121, delete any old unwanted data until the free page display reads at least 121.

Caution: Once deleted, saved data cannot be restored.

Saving to the N64 Controller Pak

1. In Time Trials mode, finish your favorite course without leaving it to create Ghost data. During the drive, do not press START to pause.

2. When you RETRY, the ghost will appear and race along with you. This driving data will become the data that will be saved (if you reach the finish line before the ghost, the newer data will be saved for the ghost).

3. On the result screen menu, select SAVE GHOST. If this is the first time you have saved, the game data for Mario Kart 64 will be automatically created in the N64 Controller Pak.

4. Select one of the two available files to save to. If the ghost from that course has already been saved in either file, you will overwrite that file and the old Ghost data will be erased. Remember, two Ghosts from the same course cannot be saved.

If you turn the power switch OFF, press RESET or remove or insert the N64 Controller Pak while the data is being saved, it might not be saved correctly.

Loading Saved Ghost Data

The saved Ghost data will be automatically loaded and displayed when you select to play that course in Time Trials.

On the DATA screen, when you want to erase the Ghost data file saved to the N64 Controller Pak, select the course from which the Ghost is saved, and select ERASE GHOST. You will be asked to confirm with the message GHOST DATA FOR THIS COURSE WILL BE ERASED. IS THIS OK? If sure, select ERASE.

A course with saved Ghost data will display GHOST on the top of the course map.

Error Messages When You Use An N64 Controller Pak

If something goes wrong when you use an N64 Controller Pak, an error message will be displayed. Use the following solutions for each message.

N64 CONTROLLER PAK IS NOT DETECTED. IF YOU WANT TO SAVE THE GHOST DATA, PLEASE INSERT THE N64 CONTROLLER PAK INTO CONTROLLER 1.

Switch the Control Deck power to OFF, then insert an N64 Controller Pak in Controller 1. If you play Time Trials without inserting an N64 Controller Pak, you can still play the game normally, you just cannot save your Ghost data.

INSUFFICIENT BLANK PAGES IN N64 CONTROLLER PAK, GHOST CANNOT BE SAVED. 121 PAGES ARE NEEDED FOR THIS GAME. FOR DETAILS, PLEASE SEE INSTRUCTION BOOKLET.

As explained on page 20, use the N64 Controller Pak Data Menu screen to free up sufficient space. Normal game play does not require this data to be saved.

UNABLE TO READ N64 CONTROLLER PAK DATA

UNABLE TO CREATE GAME DATA

UNABLE TO SAVE THE GHOST

UNABLE TO ERASE THE GHOST

Make sure each component is correctly installed, and repeat the procedure. If these messages continue to appear, please contact Nintendo Consumer Service.

On the Game Select screen, if you press the L Button, you will go to the Option screen and be able to select from the following:

Sound Mode

You can select the sound type during the game play. Press the A Button to change the menu.

Stereo:
Select this when you use a TV with the stereo sound (make sure that both left and right sound outputs from your N64 Control Deck are properly connected to your TV).

Mono:
Select this when you use a TV with monaural sound.

Headphone:
Choose this mode to enjoy a more natural sound when you use headphones.

Erase All Data

You can erase all the data saved in Game Pak memory and return its original condition, just like when you played the game for the first time.
Caution: Once deleted, saved data cannot be restored.

Copy to Another N64 Controller Pak

Using a second N64 Controller Pak, you can copy the Ghost data saved in one N64 Controller Pak to the other.
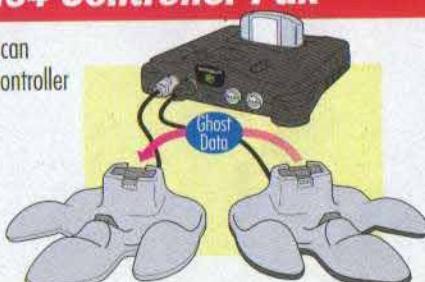
1. Prepare two N64 Controller Paks to have Mario Kart 64 data saved.

2. The data saved to the N64 Controller Pak inserted into Controller 2 can be copied to the N64 Controller Pak in Controller 1. Make sure each N64 Controller Pak is inserted correctly, then slide the Control Deck POWER switch to the ON position.

3. Select COPY N64 CONTROLLER PAK from the OPTION menu.

4. The Ghost data files that are saved in both N64 Controller will be displayed. You'll be asked, WHICH FILE DO YOU WANT TO MAKE A COPY OF? Begin by selecting that file from the Controller 2 side.

5. Next, you'll be asked, TO WHICH FILE DO YOU WANT TO COPY? Select one of the two slots on the Controller 1 side. The data file you have selected in step 4 will be copied to that location. If you already have data saved for the same course, only that slot can be selected.

6. On the bottom of the screen, COPY will be displayed. Select it and press the A Button to decide. Note: The data file selected on the Controller 1 side will be overwritten and therefore will be erased.

7. You can copy only one file at a time. If you want to copy the other file too, repeat the procedure starting with step 3.

Introduction to the courses

MARIO KART 64 COURSE MAPS
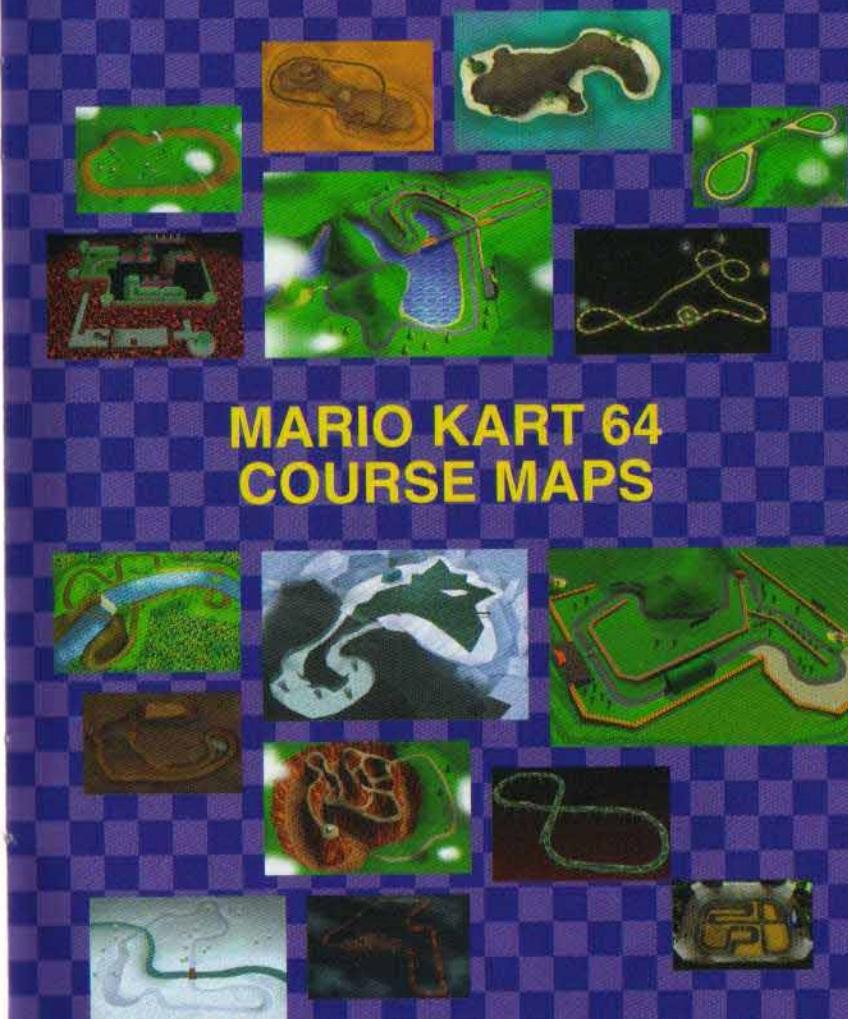
Luigi Raceway (Distance - 717m)

O = Item Box Locations

START LINE

Long straightaways and easy corners -- the perfect course for beginners to practice their sliding.

Koopa Troopa Beach (Distance - 691m)

O = Item Box Locations X = Watch out for Crabs

START LINE

This course was named for the giant rock that can be seen right after the starting line. There are jumps, a fork in the road, and even a shortcut. There is no best route; it all depends on the situation you find yourself in at the time. Watch out! If you hit one of the crabs right before the goal, you'll crash!

Moo Moo Farm (Distance - 527m)

O = Item Box Locations X = Watch out for Chubby!

START LINE

A peaceful ranch course with an audience of contented cows. The road surface is a little rough, but not too difficult. Watch out for the mole Chubby who will occasionally pop his head out.

Kalimari Desert (Distance - 527m)

O = Item Box Locations ← = Railroad Crossing

START LINE
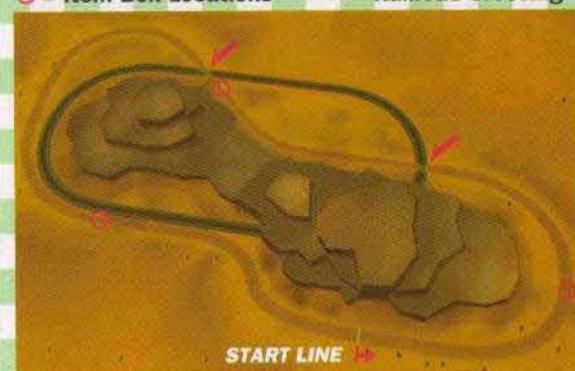
The trick is to time it so that the steam locomotive that crosses the course won't block you. If the train is crossing in front of you, you should temporarily stop. It's very dangerous to enter the train tunnel, even if it is a shortcut...

Toad's Turnpike (Distance - 1036m)
O = Item Box Locations

Normally, Karts shouldn't drive on a public road, but for some reason, Toad's Turnpike is one of the courses! Drive in a way so that you won't block the large buses or trucks. Cutting one off or driving too slow can cause accidents.

Choco Mountain (Distance - 687m)
O = Item Box Locations   X= Watch out for falling rocks
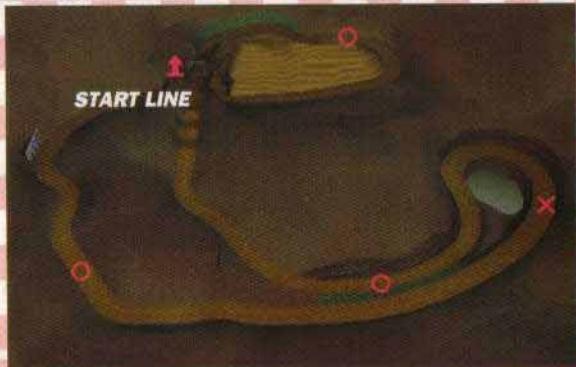
This mountainous course climbs and descends through extreme altitude differences and has continuous sharp curves. Your skills at sliding can greatly affect your rank or time. Watch for the signs along the way warning where large rocks might fall on you.

Frappe Snowland (Distance - 734m)
O = Item Box Locations   X = Lots of snowmen!

There is no bridge, you need to accelerate and jump.

A frigid course under constant snowfall. Naturally, the road is slippery. The snowmen you see might look cute, but run into one and you will crash. Don't get too close!

Mario Raceway (Distance - 567m)
O = Item Box Locations

Although the distance of one lap is fairly short, it has complex corners and numerous hairpin curves. This course, named after our mascot, is highly recommended by the game designers as their favorite Time Trials course.

On the TITLE screen, press the R Button to display the best time recorded for Mario Raceway.

Wario Stadium (Distance - 1591m)

○ = Item Box Locations

Be careful not to fall when crossing the gap.
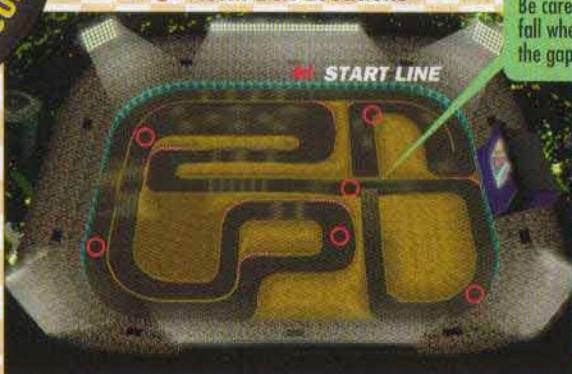
That rascal Wario was in charge of the design and construction of this course. A fan of motocross races, he brought in major amounts of sand to fill this huge stadium in an attempt to build a course more suitable to bikes than Karts. Each lap's distance is extremely long, making it difficult to stay concentrated on the race.

Sherbet Land (Distance - 756m)

○ = Item Box Locations   ✕ = Many penguins!
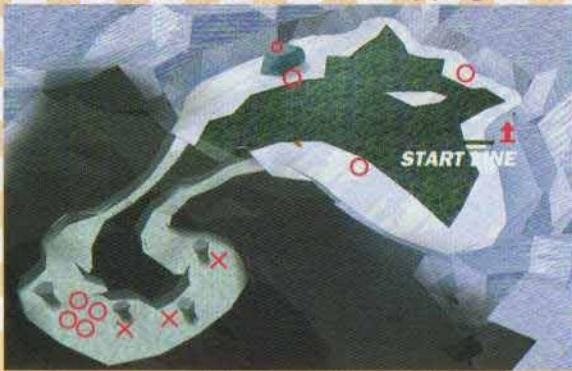
A very slippery world of ice populated by annoyingly playful penguins. With all the penguins, one might think its location is near the South Pole. This is not a course for the faint of heart. You should take care not to slip and fall into the sea, which will result in your being temporarily frozen.

Royal Raceway (Distance - 1025m)

○ = Item Box Locations   △ = Be careful not to leave the course

Dash Zones

Of the three speedway-type courses, this one covers the greatest distance. The big jump after the dash zone is very dramatic. Without guardrails along the lake, it can be very easy to overshoot the corner and fall in!

Bowser's Castle (Distance - 777m)

○ = Item Box Locations   ✕ = Watch out for Thwomps!   △ = Watch for falling rocks!

Surprisingly, the Bowser's Castle has been transformed into a race ground! Because it's inside the building, most of the corners are tricky right angles. However, the most difficult part of the course is where the Thwomps are. They will block your path, and if you run into one, you will spin out. Should you be stepped on by one, you'll find yourself squished flat as a pancake.

DK's Jungle Parkway (Distance - 893m)

O = Item Box Locations

Dash Zones

START LINE

The home of Donkey Kong, the Jungle Parkway was developed as a tourist facility and equipped with a racing ground for Karts. Carved out of the jungle, the road is mostly narrow. Be careful—should you leave the course, the restless natives will "voice" their complaints by throwing stones at you.

Yoshi Valley (Distance - 772m)

O = Item Box Locations   X = Watch out for porcupines

START LINE
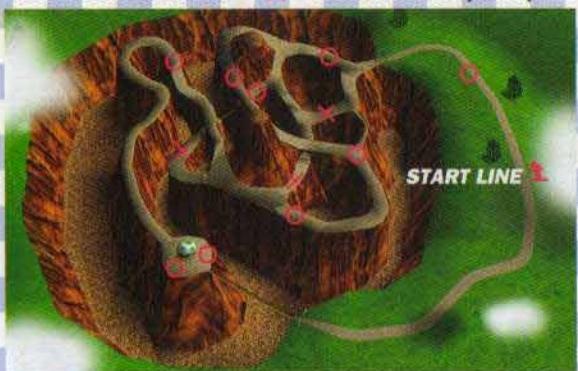
With the complicated maze in Yoshi Valley, determining the correct rank positions during the race is impossible. For this course, the Top 4 Ranking Data will display "?".

Steep canyons and a very large egg... Hmm... How does this course relate to Yoshi? To make one lap, you can take any route you like through the complicated maze, but without keeping a careful eye on the course radar, you might drive the wrong way and end up returning to where you started. Of course, leaving the course is forbidden.

Banshee Boardwalk (Distance - 747m)

O = Item Box Locations   X = Watch out for bats!

START LINE

A dark and mysterious boardwalk over water is the location for this course. At the corners, some of the guardrails are missing, making its design quite rough. At the old building that you pass through along the way, try not to run into the large army of bats.

Rainbow Road (Distance - 2000m)

O = Item Box Locations

START LINE
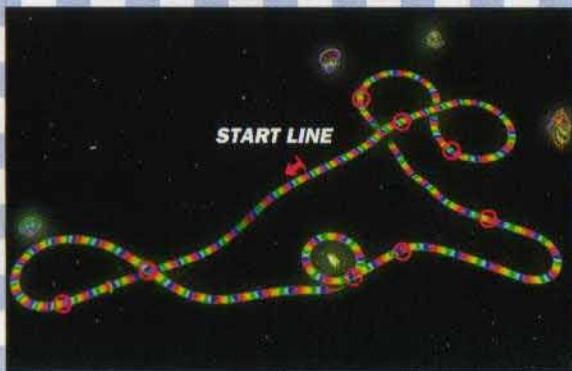
This course can be described in a word—LONG, very long. It is simply the longest of all the courses. As the name indicates, the road is made of rainbow and it has a fantastic view of neon sculptures twinkling in the distance. The final course of the Special Cup, it is definitely worth seeing. It is advisable to slow down to avoid the Chomps that will attack.

Big Donut

O = Item Box Locations
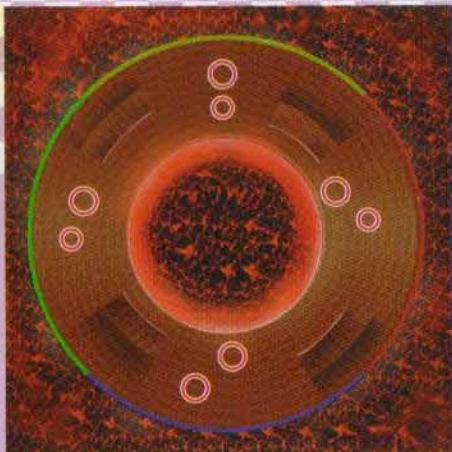
This map is in the shape of a big donut. Because there is no guardrail along the inside, should you make a mistake, you will dive into the lava. Use the four walls to hide and ambush your opponents.

Double Deck

O = Item Box Locations
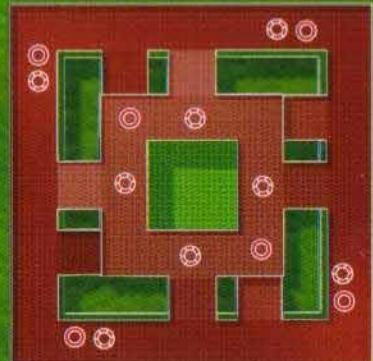
"Square" shaped floors four levels high are connected with ramps allowing you to go back and forth. Because the total area of the floor is wide, you might have lots of trouble trying to find your opponents.

Block Fort

O = Item Box Locations
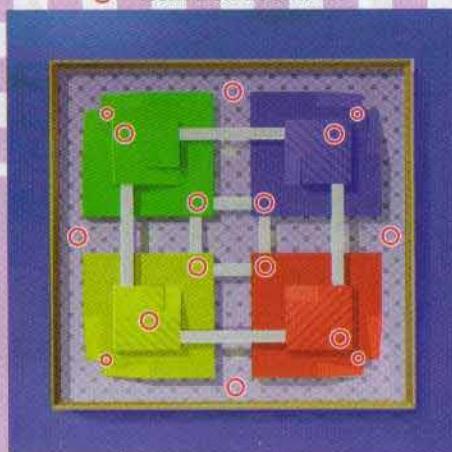
The map consists of a series of floors, each three levels high. The four blocks are colored red, yellow, green and blue so you can quickly check your opponents' screens to find their locations.

Skyscraper

O = Item Box Locations
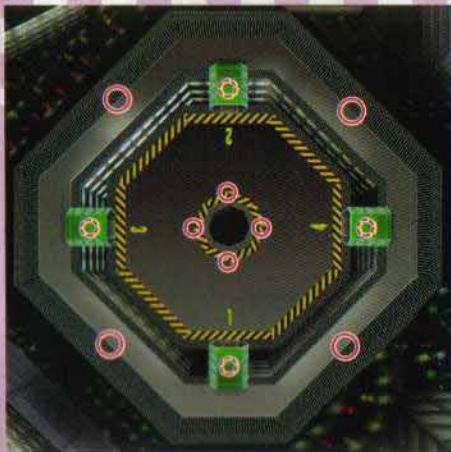
It's a wild battle on top of the skyscraper! If you fall off the building, you will lose one balloon. There are no guardrails to keep you from falling, so don't speed too much. A highly effective strategy for attacking your opponents is to crash into them in an attempt to knock them off instead of relying simply on the use of items.

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

- **NINTENDO HELPLINE**   **190 224 1001**
  (LEGION CALL RATE AT 75 CENTS PER MINUTE)

The contents of this Caution do not interfere with your statutory rights.

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your software. Violators will be prosecuted.

WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

Phone : (03) 9265-9900

• NINTENDO HELPLINE   190 224 1001
(LEGION CALL RATE AT 75 CENTS PER MINUTE
  Calls from mobiles and public phones attract a higher rate.)